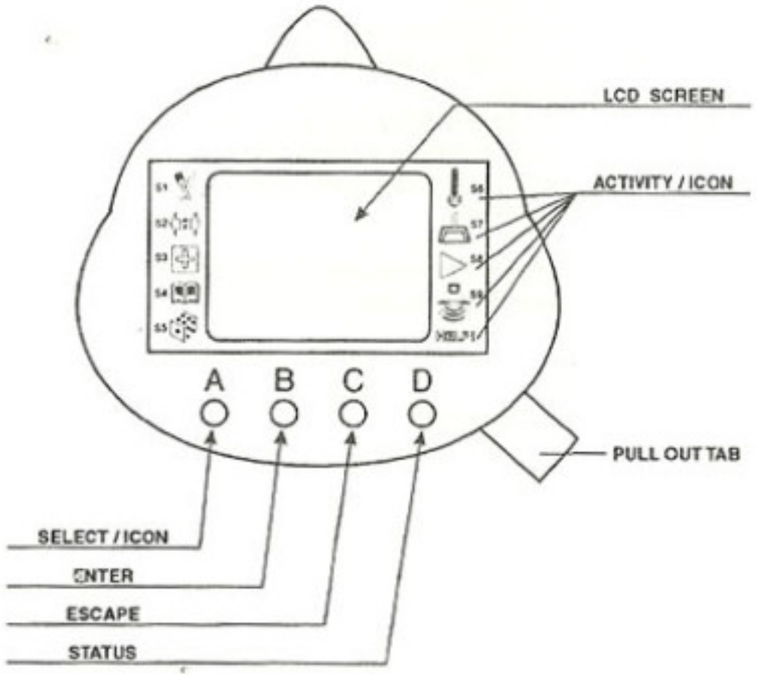


TG-066

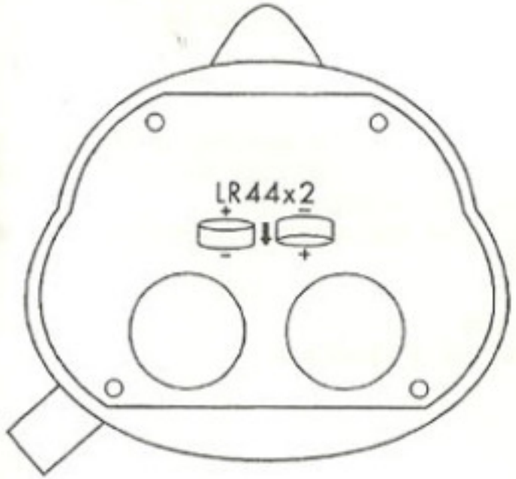
ELECTRONIC PETS

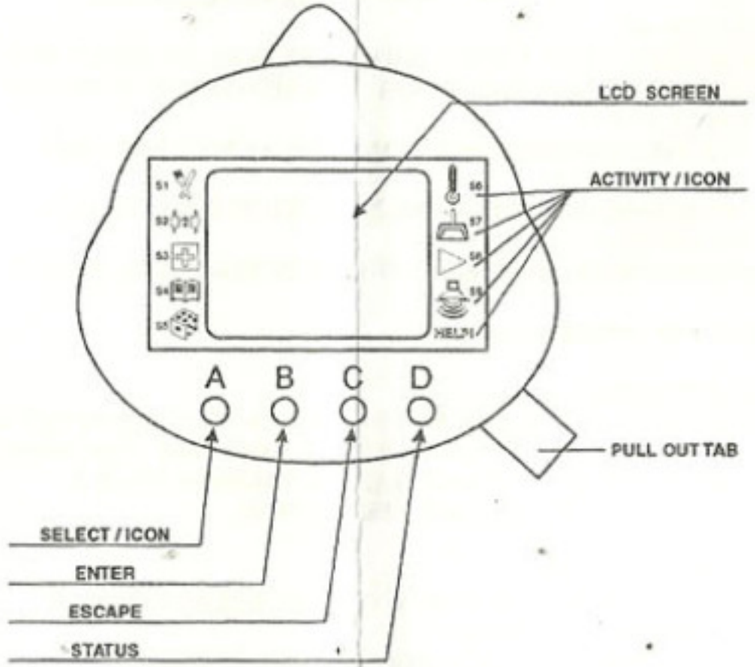
INSTRUCTIONS
LOVELY PETS NEED YOUR CARES AND ATTENTION TO GROW UP HEALTHLY. READ THE FOLLOWING INSTRUCTIONS AND LEARN HOW TO HANDLE YOUR NEW PETS.

STARTING THE GAME

REMOVE PLASTIC TAB AT THE SIDE THE UNIT.

KEY DESCRIPTIONS





SETTING THE CLOCK

1) PRESS OR HOLD KEY A AND KEY B TO ADVANCE THE HOUR AND MINUTE RESP.
2) ONCE TIME IS ADJUSTED CORRECTLY, PRESS C TO CONFIRM AND RETURN TO PLAY MODE.

LCD SCREEN

ICON SELECT (A) LIGHT UP ICON AROUND THE OUTSIDE OF SCREEN; THESE ICONS REPRESENT DIFFERENT ACTIVITIES THAT ALLOW INTERACT WITH YOUR PET.

TO PLAY

TO TAKE GOOD CARE OF YOUR PET YOU HAVE TO SATISFY ITS NEED AT DIFFERENT TIME. USE A KEY TO MOVE TO THE DESIRED ACTIVITY AND PRESS B TO ENTER.
IN ANY ICON MODE, THE TIME OUT PERIOD IS 15 SECONDS IF NO ACTION IS DONE FURTHER.

FEED

ONCE SELECT, PRESS A TO SWITCH THE FOODS AND PRESS B TO START EATING. PRESS C TO EXIT.

GAME 1

IT IS A LEFT/RIGHT GUSS. PRESS A TO GUESSLEFT OR B TO GUESS RIGHT. ONCE DECISION IS MADE, PET WILL STOP SLOWLY AND FLASH FINAL. DIRECTION A FEW TIMES. IF YOU GUESS RIGHT, IT WILL SHOW HAPPY MOTION AND MELODY; IF WRONG UNHAPPY MOTION AND MELODY WILL BE PRODUCED. PRESS C TO EXIT.

ILLNESS

IF PET GOT ILL, A CROSS "+" SYMBOL WILL FLASH BY 0.5 SEC. AT THE TOP-RIGHT CORNER. SELECT MEDICAL AND PRESS B, PET WILL RECOVER WITH A HAPPY MOTION AMD MELODY. CROSS SYMBOL WILL DISAPPEAR.

READING

SELECT READING ICON PRESS B TO EDUCATE THE PET. AFTER FULLY EDUCATED, THE "EDUCATION" PARAMETER WILL BE INCREASED BY 1; IT WILL SHOW UNWILLING MOTION AT FULL SCAL AT 7. IF PET GOT ILL OR AT NIGHT THERE WILL BE NO READING ACTION.

GAME 2

THIS IS GUESS DICE GAME. WHEN GAME STARTS, DISS WILL ROLL VERY FAST. YOU NEED TO GUESS THE RESULT WHETHER IT IS SMALL OR LARGE. PRESS A TO GUESS SAMLL (DICE 1,2,3) OR KEY B TO GUESS LARGE (DISS 4,5,6). PLAYING AND SIMILIAR TO GUESS OF LEFT/RIGHT.

HEATER ON/OFF

PRESS A TO SELECT HEATER ICON, PRESS B TO CONFIRM. LCD WILL SHOW CURRENT CONDITION, EITHER ON OR OFF. PRESS A TO TOGGLE ON/OFF CONDITION & B TO CFM.

CLEANING

LCD WILL SHOW THE WASTE MOTION, SELECT THIS ICON, PRESS B TO CLEAN THE WASTE, REPEAT UNTILL ALL WASTE REMOVED.

CONTINUE

INDICATE WHICH ICON IS BEING SELECTED.

LIGHT

PRESS A TO SELECT LIGHT ON/OFF, AND PRESS B TO CONFIRM.

HELP

HELP WILL TURN ON UNDER FOLLOWING CONTITION;
A) HUNGRY
B)NOT HAPPY
C) WASTED IS EXISTED
D) TEMPERATURE TOO LOW
E) ILLNESS
F) LIGHT IS ON AT NIGHT.

DEY D

PRESS D TO CHECK STATUS.

DEATH STATE

PET WILL DIE (A) BY ACCIDENT
(B) BY NATURAL AT YEAR=8

RESTARTING THE GAME
IF GAME IS OVER, YOU WANT TO RESTART PRESS THE RESET KEY AT THE BACK OF UNIT.

INSERTING BATTERIES
UNSCREW AND REMOVE THE BATTERY COMPARTMENT AT THE BACK OF UNIT, INSERT TWO AG 13 BUTTON CELLS, MAKE SURE TO ALIGN "+" AND "-" AS SHOWN.

CAUTION

- DO NOT MIX NEW AND OLD BATTERIES
- DO NOT MIX ALKALINE, STANDARD &RECHARGABLE BATTERIES
- BATTERY INSTALLATION SHOULD BE DONE BY ADULT, NOT SUITABLE FOR CHILDREN UNDER 36 MONTHS MAY CONTAIN SMALL PARTS.
- ONLY BATTERIES OF THE SAME TYPE AS RECOMMENDED ARE TO BE USED
- MAKE SURE BATTERIES ARE INSERTED IN THE CORRECT POLARITY
- EXHAUSHATED BATTERIES SHIULD BE REMOVE FROM UNIT.

PET PARAMETER

1) LIVE CLOCK
ONCE BORN, IT OLDER BY 1 EVERYDAY. MAX AGE OF PET IS 8. IT SHAPES DIFFERENTLY AT 0,1,2,3 AND DIED. THE SHAPE AFTER 4 IS DECIDED ON ITS SHAPE VALUE AT YEAR 3.
SHAPE VALUE = HUNGRY + EDUCATION.

2) WEIGHT
CALCULATED ONCE EVERY STATUS CHECKING AND UP DATED EVERY 6 HRS.
EQUATION = WEIGHT + (HUNGRY X.0.5) WEIGHT

3) EDUCTION :
SCALE : 0-7
INCREASE BY 1 AND DECREASE BY 1 FOR EVERY 70 MINUTED FOR EDUCATED AND UNEDUCATED.

4) HUNGRY
SCALE : 0-7
DECREASE BY 1 EVERY HOUR AND INCREASE BY 1 IN EVERY FEEDING.

5) WASTE
SCALE : 0-15
PARAMETER INCREASE BY 1 ONCE HUNGRY PARAMETER DECREASE DECREASE BY 1 EVERY HR.

6) HAPPINESS
SCALE : 0-7
DECREASE BY 1 EVERY 40 MINUTES. IF YOU PLAY WITH IT, THIS PARAMETER IS INCREASED BY 1. IT WILL SHOW UNWILLING NOT IN IF IT GO ILL.
AT NIGHT HOUR, THE ABOVE OPERATIONS WILL BE SUSPENSED.

7) NIGHT HOUR
FROM 9 :00 P.M . TO 8 :00 A .M .

8) PET WILL DIE UNDER FOLLOWING CONDITION.
A) HUGRY = 0 AND LAST FOR 12 HRS.
B) ILLNESS FOR 8 HRS.
GET ILL CONDITION :
WASTE EXISTED AND HUNGRY = O LAST EOR 2 HRS.
C) TEMPERATURE TOO LOW FOR 15 HRS.
COLD CONTITION :
I) VARIABLE IS 7 AND DECREASE BY 1 EVERY HR. WHEN IT IS EQUAL TO O, TEMPERATURE IS TOO LOW.
II) ONCE HEATER IS ON, COLD CONTITION IS RESET AND VARIABLE BECOMES 7.

9) ALERT TONE WILL BE PRODUCED EVERY 15 MINUTES AT DAY TIME UNDER FOLLOWING CONDITION.
A) HUNGRY = O
B) HAPPINESS = O
C) WATE EXISTED
D) TEMPERATURE TOO LOW
E) ILLESS
F) LIGHT ON AT NIGHT.

AT NIGHT THE PET WILL SLEEP AND SHOW A "Z".

REMARK:
IC IS PROGRAMMED WITH SOME LCD PIXEL MAY FLASHING OCCASIONALLY. IT WILL NOT AFFECT OPERATION AND FUNCTOINS